Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A license managing system including a game apparatus to be licensed and a managing apparatus,

said managing apparatus comprising:

inputting means;

encrypting means for encrypting information inputted from said inputting means to produce encrypted information; and

outputting means for outputting said encrypted information,

wherein said encrypting means encrypts at least identification information of the game apparatus to be licensed and license condition information thereof to produce said encrypted information,

said game apparatus comprising:

inputting means for inputting said outputted encrypted information;

encryption decoding means for decoding said inputted encrypted information;

controlling means for controlling execution of a game program;

storing means for storing identification information of said game apparatus; and

storing means for storing internal information,

wherein said encryption decoding means decodes said encrypted identification information of the game apparatus and said encrypted license condition information, and said controlling means permits execution of the game program when

said decoded identification information of the game apparatus
and said stored identification information of the game apparatus
are in a predetermined relationship, and said decoded license
condition information and said stored internal information are
in a predetermined relationship, and

wherein said controlling means request an input of date and
time information when the game apparatus is started, and execute
subsequent process if the inputted time and date information is
included within a given time difference range with respect to
preset time and date information.

2. (currently amended) A game apparatus comprising:

inputting means for inputting encrypted information;

encryption decoding means for decoding said inputted
encrypted information;

controlling means for controlling execution of a game
program;

storing means for storing identification information of the
game apparatus; and

calendar means,

wherein said encryption decoding means decodes encrypted
identification information of the game apparatus and license
period information of the game apparatus, and said controlling
means permits execution of the game program when said decoded
identification information of the game apparatus and said stored
identification information of the game apparatus are in a
predetermined relationship, and said decoded license period
information and date information supplied from said calendar
means are in a predetermined relationship, and

wherein said controlling means request an input of date and
time information when the game apparatus is started, and execute

subsequent process if the inputted time and date information is included within a given time difference range with respect to preset time and date information.

3. (original) The game apparatus according to claim 2, wherein said controling means prohibits execution of said game program when said decoded license period information and said date information supplied from said calendar means fall outside of said predetermined relationship after permitting execution of said game program.

4. (original) The game apparatus according to claim 3, further comprising information outputting means, wherein said controlling means calculates, after permitting execution of said game program, a remaining period of a license period from a license period ending time indicated in said decoded license period information and said date information supplied from said calendar means, and outputs a predetermined warning to said information outputting means when said remaining period becomes less than a predetermined period.

5. (currently amended) A game apparatus comprising:

inputting means for inputting encrypted information;

encryption decoding means for decoding said inputted encrypted information;

controlling means for controlling execution of a game program;

first storing means for storing identification information of the game apparatus; and

second storing means for storing a working state of the game apparatus,

wherein said encryption decoding means decodes encrypted

identification information of the game apparatus and operation
limiting information of the game apparatus, and said controlling
means permits execution of the game program when said decoded
identification information of the game apparatus and said stored
identification information of the game apparatus are in a
predetermined relationship, while said controlling means
prohibits execution of said game program when said working state
of the game apparatus falls outside of a range of an operation
limit specified by said decoded operation limiting information,
and

wherein said controlling means request an input of date and
time information when the game apparatus is started, and execute
subsequent process if the inputted time and date information is
included within a given time difference range with respect to
preset time and date information.

6. (original) The game apparatus according to claim 5, wherein
said operation limiting information represents an upper limit of
sales of the game apparatus.

7. (original) The game apparatus according to claim 6, further
comprising information outputting means, wherein said
controlling means deducts, after permitting execution of said
game program, current sales of the game apparatus from said
upper limit of sales, and outputs a predetermined warning to
said information outputting means when an amount after deduction
becomes smaller than a predetermined amount.

8. (original) The game apparatus according to claim 5, wherein
said operation limiting information represents an upper limit of
the number of game playing times.

9. (original) The game apparatus according to claim 8, further comprising information outputting means, wherein said controlling means calculates, after permitting execution of said game program, a remaining number of game playing times from said upper limit of the number of game playing times and a current number of game playing times, and outputs a predetermined warning to said information outputting means when said remaining number of game playing times becomes less than a predetermined number of game playing times.

10. (currently amended) A working state managing system including a game apparatus to be managed and a managing apparatus, said game apparatus comprising:

 storing means for storing identification information of the game apparatus;

 storing means for storing working state information of the game apparatus;

 encrypting means for encrypting said identification information and said working state information;

 information outputting means; and

 controlling means for causing said encrypting means, according to a predetermined operation, to encrypt said working state information and to output said encrypted working state information in a visible form from said information outputting means,

 said managing apparatus comprising:

 inputting means for inputting said encrypted identification information and said encrypted working state information;

 encryption decoding means for decoding said encrypted identification information and said encrypted working state information;

 outputting means; and

controlling means,

wherein when said encrypted identification information and said encrypted working state information are inputted from said inputting means, said controlling means causes said encryption decoding means to decode said information and, according to a request, to output the decoded identification information and the decoded working state information in a visible form from said outputting means, and

wherein said controlling means request an input of date and time information when the game apparatus is started, and execute subsequent process if the inputted time and date information is included within a given time difference range with respect to preset time and date information.

11. (currently amended) A game apparatus comprising:

working state storing means for storing working state information;

encrypting means for encrypting said stored working state information;

information outputting means; and

controlling means for causing said encrypting means, according to a predetermined operation, to encrypt said working state information and to output said encrypted working state information in a visible form from said information outputting means, and

wherein said controlling means request an input of date and time information when the game apparatus is started, and execute subsequent process if the inputted time and date information is included within a given time difference range with respect to preset time and date information.

12. (original) The game apparatus according to claim 11, further

comprising storing means for storing identification information
of the game apparatus, wherein said encrypting means encrypts
said working state information and said identification
information, and said controlling means outputs said encrypted
working state information and said encrypted identification
information in a visible form from said information outputting
means.

13. (original) The game apparatus according to claim 11, wherein
said working state information includes information relating to
sales of said game apparatus or information relating to the
number of game playing times.

14. (currently amended) A license managing method for a game
apparatus,

wherein a password representing encrypted identification
information of the game apparatus to be licensed and encrypted
license condition information thereof is transmitted to a
licensee, and said licensee inputs said password into the game
apparatus to be licensed, and

wherein said game apparatus to be licensed executes
processing for decoding the inputted password, first
determination processing for determining whether or not said
decoded identification information and prestored identification
information of the game apparatus are in a predetermined
relationship, second determination processing for determining
whether or not said decoded license condition information and
internal information of the game apparatus are in a
predetermined relationship, and starts execution of a game
program when determination results of said first and second
determination processing are both affirmative, and

wherein an input of date and time information is requested

when the game apparatus is started, and subsequent process is executed if the inputted time and date information is included within a given time difference range with respect to preset time and date information.

15. (currently amended) A method for controlling a game apparatus, wherein said game apparatus executes processing for obtaining a password representing encrypted identification information of the game apparatus and encrypted license condition information thereof, processing for decoding said obtained password, first determination processing for determining whether or not said decoded identification information and identification information stored in said game apparatus are in a predetermined relationship, second determination processing for determining whether or not said decoded license condition information and internal information of the game apparatus are in a predetermined relationship, and permits execution of a game program when determination results of said first and second determination processing are both affirmative, and

wherein an input of date and time information is requested when the game apparatus is started, and subsequent process is executed if the inputted time and date information is included within a given time difference range with respect to preset time and date information.

16. (original) The method according to claim 15, wherein execution of said game program is prohibited when the determination result of said second determination processing becomes negative after execution of said program is permitted.

17. (currently amended) A method for grasping a working state of a game apparatus, said method comprising:

causing the game apparatus to output a password in a visible form, said password representing encrypted identification information of the game apparatus and encrypted working state information thereof;

notifying said password to a manager from a managing operator of said game apparatus;

inputting said notified password into a managing apparatus by said manager;

causing said managing apparatus to decode said password, and to output the decoded identification information of the game apparatus and the decoded working state information thereof in a visible form, and

causing said game apparatus to request an input of date and time information when the game apparatus is started, and to execute subsequent process if the inputted time and date information is included within a given time difference range with respect to preset time and date information.

18. (currently amended) An information presenting method comprising processing for obtaining identification information of a game apparatus, processing for obtaining working state information of the game apparatus, processing for encrypting said identification information and said working state information, and processing for outputting said encrypted information in a visible form, and processing for requesting an input of date and time information when the game apparatus is started, and executing subsequent process if the inputted time and date information is included within a given time difference range with respect to preset time and date information.

19. (original) The information presenting method according to claim 18, wherein said working state information includes information relating to sales of said game apparatus or information relating to the number of game playing times.

20. (currently amended) A computer program for causing a computer to operate as a game apparatus, said computer program causing said computer to execute the steps of:

    requesting an input of a password representing encrypted identification information of the game apparatus and encrypted license condition information thereof;

    decoding said inputted password; ~~and~~

    permitting execution of a game program when said decoded identification information of the game apparatus and prestored identification information of the game apparatus are in a predetermined relationship and said decoded license condition information of the game apparatus and internal information of the game apparatus are in a predetermined relationship; and

    <u>requesting an input of date and time information when the game apparatus is started, and executing subsequent process if the inputted time and date information is included within a given time difference range with respect to preset time and date information.</u>

21. (original) A computer-readable recording medium recording the computer program according to claim 20.

22. (currently amended) A computer program for causing a computer to operate as a game apparatus, said computer program causing said computer to execute the steps of:

    obtaining an identification number of the game apparatus;

obtaining working state information of the game apparatus;

encrypting said obtained identification number and said obtained working state information; ~~and~~

outputting said encrypted information in a visible form; and

requesting an input of date and time information when the game apparatus is started, and executing subsequent process if the inputted time and date information is included within a given time difference range with respect to preset time and date information.

23. (original) A computer-readable recording medium recording the computer program according to claim 22.